

# United Speedsoft Association 3v3

## Scoring Points: Offense (Flag Possession)

1 Point	End Round with Flag in Zone 1
3 Points	End Round with Flag in Zone 2
6 points	End Round with Flag in Zone 3
11 Points	Hang Flag on opposing team wall within breakout box
Multiplier	Multiply your flag position points by how many players you had left at the end of the round
-6 Points	Defense gets flag turnover while flag is in Zone 0
<b>33 Points</b>	<b>Max points available per ROUND on Offense</b>

## Scoring Points: Defense

1 Point	Flag Turnover in offense' Zone 1
3 Points	Flag Turnover in offense' Zone 2
6 points	Flag Turnover in offense' Zone 3
<b>6 Points</b>	<b>Max points available per ROUND on Defense</b>

## Penalty Point Deduction

-10 Points	1st <b>Minor</b> Penalty
-10 Points	2nd <b>Minor</b> Penalty
-15 Points	3rd <b>Minor</b> Penalty, Plus player sits out rest of match
-15 Points	1st <b>Major</b> Penalty
-15 Points	2nd <b>Major</b> Penalty
-25 Points	3rd <b>Major</b> Penalty, plus player sits rest of match PLUS entire next match

### **Match Details: The Match consists of 5, 2 minute Rounds.**

- Captains flip coin to determine who gets first possession & loser gets to choose which side for the ENTIRE match
- 10 second countdown begins

(Insert sound of 10 second countdown)

- START Buzzer begins the 2 minute round
- OFFENSE: Attempt to progress the flag down the field as far as possible with as many bodies up as possible
- DEFENSE: Attempt to eliminate as many opposing players as possible and gain possession of flag by grabbing dropped flag (Flag Turnover)
- ELIMINATION Buzzer sounds when a team hits their button indicating their entire team has been eliminated
- END GAME Buzzer sounds three seconds after the ELIMINATION buzzer which will end that round. During those three seconds, the flag is still in play.
- Alternatively, END GAME buzzer will sound at the end of 2 minutes if neither team has been completely eliminated OR if a hang is made by either team OR if defense gets Flag Turnover

### **Minor Penalties:**

- False Start
  - The player breaks out and/or shoots their gun before the buzzer. Players may “reset” themselves by going back to the wall & touching gun to wall to break out & avoid the penalty.
- No Call hit on padded material
  - Player is hit on arm pads, knee pads, belt, loose jersey, shoes, while sliding, etc
- Blind Firing
  - Gun must be within the players mask profile and facing forward
- Slow Dead Man
  - Player MUST jog or run off the field with hand immediately after being shot out
- Taking Flag Off Field
  - The flag may NEVER be removed off the field by any player, at any point. Only Referees may remove the flag from the field.
- Late Flag Drop
  - Player continues to move down the field with the flag after being eliminated

### **Major Penalties:**

- “Unauthorized FPS”
  - If gun is chrono'd after match start and is shooting above 1.1Joule or below .9Joule
- No Call hit on Non-padded areas
  - The player is hit on Mask/head, upper body, hands, unpadded legs, gun, etc.
- Unsportsmanlike Conduct
  - purposely overshooting, referee interference, cussing out players including teammates, fighting or threatening to fight, racism, profanity, lewd language or behaviour, blatant drug/alcohol use, and more. Referees & hosts reserve the right to use their discretion for behaviour not listed above.
- Dead Man Talking
  - Players are not to speak to refs or in-play players after being eliminated. This includes communication from the sidelines, windows during the game.

- Early Buzzer
  - Hitting the buzzer before all teammates are declared as out
- Referee Influencing & Interfering
  - Players may not call out to referees during the game. Sentences like "Get him out" "go get him ref" "you didn't see that ref?" will be considered ref influencing
  - Stopping a ref from pulling a player or deliberately getting in the way of a ref to cause he/she to not do their job
- Intentional self elimination
  - Calling yourself out without being hit by a BB
- Blind Fire Elimination
  - If a player blind fires and eliminates another player while blind firing

### **Penalty Information:**

- Penalties will be served immediately and by the player who committed the penalty.
- Player must serve penalty in penalty box
- Multiple players may be required to serve penalties at the same time. If a team is unable to line up before a round, that Round will be forfeited and the opposing team will be awarded max points
- Penalties are accumulated & tracked through the entire tournament Ex: If an individual player received two minor penalties during a match, when a new match starts, they still have those previously earned penalties.
- Once a player serves their 3rd Penalty, the count starts over for that player.

### **General League Rules:**

- All replicas must be chrono'd before each Match and shoot between .9 and 1.1 Joules before each match
- Rosters are limited to 3 people, whose combined ranking may only add UP TO 10
- Equipment & Gear Requirements
  - Players are required to have a tracer on the end of their gun or a hop-up based tracer
  - Field BB's Only (.25g tracer BB's) Must be purchased at EA
  - Players are required to have a jersey with their name/callsign and a number on the back of the jersey. Teams do NOT need to have matching Jerseys
  - Player must have ANSI rated full face mask
- Equipment & Gear Not Permitted
  - Flashlights, grenades, grenade launchers, RPG's, Drum mags, dummy knife
- Friendly fire counts as an elimination and enemy team will be awarded elimination point
- While holding flag, it must be visible to referees at all times
- At Breakout, all players replicas must be touching wall, within the designated breakout space
- Only Captains may speak to the head ref.
- No moving barriers on purpose
- If a player is hit and quickly turns to shoot the person who hit them, that is NOT a trade. Trades are ONLY if both players are facing each other and shooting at the same time.
- All ref calls are final & challenges are not accepted

**2026 DISCLAIMER:** Rules may be added throughout the season to accommodate issues that may arise.

